

ABSTRACT OF THE DISCLOSURE

A mechanical display and a mechanical indicator for gaming devices includes various embodiments, each of which have a number of elements in common. First, the embodiments each include a rotating set of symbols or indicia. Second, each of
5 the embodiments includes an oscillating indicator, such as an arrow. The symbols rotate, appear and disappear from the player's view. In this manner, the player sees each of the symbols and hopes that the gaming device awards the symbol having the highest or best value. The one or more indicators move in a sequence to point out or indicate one of the symbols or one of the groups of symbols. The indicators
10 provide a second random, visual element to the outcome, wherein the player's attention must account for both the changing symbols and the moving indicators. The symbol eventually indicated produces, at least in part, a game outcome.